Knight:

Head	
1	-1 Ld
2	-1 to hit
3	-2 Ld, Machine Spirit Takeover (6+)

Arms	
1	-1 to hit
2	-1 to wound
3	Hit on unmodified 6s

Torso	
1	-1 Reactor Point
2	-2 Reactor Points
3	-1 Toughness
4	-3 Reactor Points
5	Knight Destroyed

Legs	
1	-2"
2	-1 to hit with Titanic Feet
3	-4"
4	-6"
5	-2" to charge

------- Reactor Levels -------		
Weapons		
-1 to Wound	-	Supercharge
Movement		
-50%	-	+50%
Shields		
-	5++	4++ (reroll 1s)

Knight:

------- Reactor Levels -------		
Weapons		
-1 to Wound	-	Supercharge
Movement		
-50%	-	+50%
Shields		
-	5++	4++ (reroll 1s)